## PATENT APPLICATION FEE DETERMINATION RECORD

Effective January 1, 2003

Application or Docket Number

10608706

CLAIMS AS FILED - PART I SMALL ENTITY OTHER THAN												
		CLAIMS AS	(Column 1)		(Column 2)			SMALL ENTITY TYPE		OR	OTHER THAN OR SMALL ENTITY	
TOTAL CLAIMS			14				P	ATE	FEE		RATE	FEE
FOR			NUMBER FILED		NUMBER EXTRA		BAS	SIC FEE	375.00	OR	BASIC FEE	750.00
TOTAL CHARGEABLE CLAIMS			28 minus 20=		· y		×	\$ 9=		OR	X\$18=	144
INDEPENDENT CLAIMS			2 minus 3 =		*		>	42=		OR	X84=	
MULTIPLE DEPENDENT CLAIM P			RESENT		Ø		<u> </u>	 140≈		1	+280=	280
* If the difference in column 1 is less than zero, enter "0"					"0" in o	column 2	<u> </u>			OR		200
CLAIMS AS AMENDED - PART II							. 10	DTAL		OR	TOTAL	11-14
	C	(Column 1)	(Column 2)			(Column 3)	SI	SMALL ENTITY			OTHER THAN SMALL ENTITY	
AMENDMENT A		CLAIMS REMAINING AFTER AMENDMENT		HIGH NUM PREVIO PAID	BER DUSLY	PRESENT EXTRA	R	ATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
NDN	Total	*	Minus	**		=	X	\$ 9=		OR	X\$18≃	
ME	Independent	*	Minus	***		Ξ	×	42≃		OR	X84=	
	FIRST PRESE	NTATION OF M	ULTIPLE DEF	PENDENT	CLAIM		+	140=		OR	+280=	
							400	TOTAL IT. FEE		OR	TOTAL ADDIT, FEE	
		(Column 1)		(Colur	nn 2)	(Column 3)	ADD	II. FEE	<b></b>	•	ADDIT. I EE	
AMENDMENT B		CLAIMS REMAINING AFTER AMENDMENT		HIGH NUM PREVIO PAID	BER OUSLY	PRESENT EXTRA	R	ATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
NDN	Total	*	Minus	**	<del></del> ,	=	×	\$ 9=		OR	X\$18=	
AME	Independent	* NTATION OF MI	Minus	***	- CL AIAA	=	×	42=		OR	X84=	
	FINOT PRESE	NIATION OF MI	JLIIPLE DEF	PENDENT	CLAIM		+	40=		OR	+280=	
							ADD	TOTAL		OR	TOTAL ADDIT, FEE	
		(Column 1)		(Colur		(Column 3)						
TC		CLAIMS REMAINING AFTER		HIGH NUM PREVIO	BER	PRESENT EXTRA	R	ATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
EN I		AMENDMENT		PAID								
NDMEN	Total		Minus	**		=	X	\$ 9=		OR	X\$18≃	
<b>AMENDMEN</b>	Total Independent	AMENDMENT	Minus Minus			=	<b> -</b> -			OR		
AMENDMENT C	Independent	AMENDMENT *	Minus	**		=	<b> -</b> -	\$ 9= 42=		OR OR	X84=	
	Independent FIRST PRESE	*	Minus ULTIPLE DE	** *** PENDEN	Γ CLAIM	=	×					